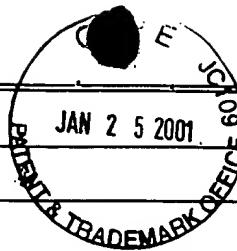


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Form PTO-1449

U.S. Dept. of Commerce  
Patent & Trademark Office

Atty. Docket TD-155

Applicant: Baldwin

Filing Date: 06/09/2000

Group:

**List of Documents  
Cited by Applicant**  
(Use several sheets if necessary)

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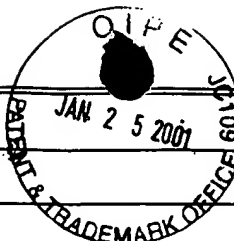
Ex'rs In'l		Document Number	Date	Name	Class	Sub-class	Filing Date, if applicable
km	A1	5,548,709	8/20/96	Hannah <i>et al.</i>	—	—	—
	B1	5,611,064	3/11/97	Maund <i>et al.</i>	—	—	—
	C1	5,706,481	1/6/98	Hannah <i>et al.</i>	—	—	—
	D1	5,828,382	10/27/98	Wilde	—	—	—
	E1	5,831,640	11/3/98	Wang <i>et al.</i>	—	—	—
	F1	5,842,015	11/24/98	Cunniff <i>et al.</i>	—	—	—
	G1	5,880,737	3/9/99	Griffin <i>et al.</i>	—	—	—
	H1	5,886,706	3/23/99	Alcorn <i>et al.</i>	—	—	—
	J1	5,999,189	12/7/99	Kajiya <i>et al.</i>	—	—	—
	K1	6,002,407	12/14/99	Fadden	—	—	—
✓	L1	6,002,410	12/14/99	Battle	—	—	—
km	M1	6,011,565	1/4/00	Kuo <i>et al.</i>	—	—	—

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km	N1	Cox <i>et al.</i> , "Multi-Level Texture Caching for 3D Graphics Hardware," <i>Proceedings of the 25th International Symposium on Computer Architecture</i> , 1998
	O1	Foley <i>et al.</i> , <i>Computer Graphics: Principles and Practice</i> (2.ed. 1990, corr.1995), pages 741-744
	P1	Hakura and Gupta, "The Design and Analysis of a Cache Architecture for Texture Mapping," <i>Proceedings of the 24th International Symposium on Computer Architecture</i> , 1997
	Q1	Paul S. Heckbert, "Fundamentals of Texture Mapping and Image Warping," Thesis submitted to Dept. of EE and Computer Science, University of California, Berkeley, 6/17/94
	R1	Heckbert, "Survey of Computer Graphics," <i>IEEE Computer Graphics</i> , November 1986, pp.56
✓	S1	Igehy <i>et al.</i> , "Prefetching in a Texture Cache Architecture", <i>IEEE</i>
km	T1	Blinn, Jim Blinn's Corner: "Dirty Pixels", <i>IEEE Computer Graphics and Applications Journal</i> , Jan. 1989, vol. 9, issue 4

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U1	↓	Blinn, Jim Blinn's Corner: "A Trip Down the Graphics Pipeline: Line Clipping", <i>IEEE Computer Graphics and Applications Journal</i> , Jan. 1991, vol. 11, issue 1	
V1	↓	Blinn, Jim Blinn's Corner: "A Trip Down the Graphics Pipeline: Pixel Coordinates", <i>IEEE Computer Graphics and Applications Journal</i> , Jul. 1991, vol. 11, issue 4	
W1	↓	Blinn, Jim Blinn's Corner: "A Trip Down the Graphics Pipeline: Sub-Pixelic Particles" <i>IEEE Computer Graphics and Applications Journal</i> , Sep 1991, vol. 11, issue 5	
X1	↓	Blinn, Jim Blinn's Corner: "A Trip Down the Graphics Pipeline: Grandpa, What Dopes Viewport Mean?", <i>IEEE Computer Graphics and Applications Journal</i> , Jan. 1992, vol.12, iss. 1	
Examiner: K. Tung		Date Considered: 11/12/02	
EXAMINER: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy1 of this form with next communication to applicant.			



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